

## Freeform S arch

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T rm:		▼	
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DB=USI	PT,PGPB,JPAB,EPAB,DWPI,TDBD; PLUR=YES; OP=		
<u>L25</u>	(2468452  2845618  3549803  4093347  4189145  4305095  4306768  4367876  4371164  4375286  4421317  4448417  4490745  4736214  4853764  5190286  5221083  5316303  5327284  5351966  5417422  5418579  5553864  5669685  5685625)![pn]	70	<u>L25</u>
<u>L24</u>	(5624316  6018712  6018720  6038316  6055314  6180420  6169976  6233567)![pn]	17	<u>L24</u>
DB=USI	PT,PGPB,JPAB,EPAB,DWPI,TDBD; PLUR=YES; OP=OF	?	
L23	18 same boot	2	L23

<u>L22</u>	(expansion near4 (cartridge or card)) same (updat\$ or upgrad\$ or add\$) same game	12	<u>L22</u>
<u>L21</u>	(expansion near4 cartridge) same (updat\$ or upgrad\$ or add\$) same game	5	<u>L21</u>
<u>L20</u>	(expansion near4 cartridge) same (updat\$ or upgrad\$ or add\$) same feature same game	0	<u>L20</u>
<u>L19</u>	(expanison near4 (cartridge or card))	0	<u>L19</u>
<u>L18</u>	(expanison near4 (cartridge or card)) same (updat\$ or upgrad\$ or add\$)	0	<u>L18</u>
<u>L17</u>	(expanison near4 cartridge) same (updat\$ or upgrad\$ or add\$)	0	<u>L17</u>
<u>L16</u>	(expanison near4 cartridge) same (updat\$ or upgrad\$ or add\$) same game	0	<u>L16</u>
<u>L15</u>	(expanison near4 cartridge) same (updat\$ or upgrad\$ or add\$) same feature same game	0	<u>L15</u>
<u>L14</u>	l8 same featur\$	4	<u>L14</u>
<u>L13</u>	18 same expansion	6	<u>L13</u>
<u>L12</u>	l8 same new	35	<u>L12</u>
<u>L11</u>	L3 same external	5	<u>L11</u>
<u>L10</u>	L8 same external	3	<u>L10</u>
<u>L9</u>	L8 same display	33	<u>L9</u>
<u>L8</u>	((flash or card or cartridge) near5 (updat\$ or upgrad\$)) same game	197	<u>L8</u>
<u>L7</u>	l6 and game	5	<u>L7</u>
<u>L6</u>	startup same image same (updat\$ or upgrad\$)	36	<u>L6</u>
<u>L5</u>	startup same image same game	14	<u>L5</u>
<u>L4</u>	13 same image	24	<u>L4</u>
<u>L3</u>	(updat\$ or upgrad\$) same character\$ same game	165	<u>L3</u>
<u>L2</u>	startup same image same flash\$	8	<u>L2</u>
<u>L1</u>	start same image same character same flash\$	22	<u>L1</u>

## END OF SEARCH HISTORY